DC

NEXT LEVEL

15+ TEEN+ 3

ALL IN

Deathstroke™

THE TERMINATOR

IN THE CROSSHAIRS OF DEATHBLOW AND DEADSHOT!

FLEECS
DI GIANDOMENICO
PLASCENCIA

ALL IN

ABSOLUTE GREEN ARROW #1

NO TRICK ARROWS.
NO MERCY.
ABSOLUTE HUNTER.

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Written by **PORNSAK PICHETSHOTE** • Art by **RAFAEL ALBUQUERQUE**

6-ISSUE MINISERIES **MAY**

STABBED. CAUGHT A FEW BULLETS. THINK I BROKE A COUPLE OF RIBS CRASHING THAT HELICOPTER.

THEY KILLED WINTERGREEN...

NOW SOMEONE'S TRYING TO KILL ME, TOO.

THAT YOU, FLOYD?

HEY, SLADE. YOU DOING OKAY, BUDDY?

TKK

YOU WORKING FOR THE SAME CLIENT THAT HAD MY MAN KILLED?

SOMEBODY KILLED YOUR FRIEND? I'M SORRY TO HEAR THAT, PAL.

MAYBE YOU SHOULD JUST TURN YOURSELF IN SO NOBODY ELSE HAS TO DIE?

I'M NOT SURRENDERING. AND YOU KNOW YOU CAN'T BEAT ME.

MAYBE NOT ONE-ON-ONE...

...THAT'S WHY I BROUGHT *MY* FRIEND WITH.

WE'RE NOT FRIENDS.

TNK

Deathstroke THE TERMINATOR

Part 3: DEATH COMES IN THREES

TONY FLEECS writer CARMINE DI GIANDOMENICO artist and cover IVAN PLASCENCIA colors WES ABBOTT letters
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BRITTANY HOLZHERR senior editor DEATHSTROKE created by MARV WOLFMAN and GEORGE PÉREZ

FWSH

YOU KNOW *DEATHBLOW*, DON'T YOU, SLADE?

CLK

KABOOOOOOM

ENOUGH TALK, DEADSHOT.

TELL ME WHO THE CLIENT IS!

WHO KILLED WINTERGREEN?

KLANG

YOU'RE KIDDING, RIGHT?

FOOM FOOM

WHUU...

NON LETHAL ROUNDS. STAY DOWN THERE AND WE CAN KEEP THIS NON LETHAL.

TELL ME WHO KILLED--

ARE YOU OKAY? DID YOU HIT YOUR HEAD IN THE HELICOPTER EXPLOSION?

YOU *KNOW* WHO KILLED HIM.

THEY'RE MOCKING YOU. THEY KNOW YOU'RE FALLING APART.

SHUT UP, WINTERGREEN. YOU'RE NOT HERE. YOU'RE NOT--

OH NO...

ARE YOU...? YOU'RE CRACKING UP!

ARE YOU REALLY TALKING TO YOUR *DEAD FRIEND?!*

IS THERE A *GHOST* WITH US RIGHT NOW?

WAIT, *IS* THERE A GHOST HERE? IS THIS A DEADMAN THING?

BANG

YOU WANT THIS TO BE A DEAD MAN THING?! KEEP DODGING QUESTIONS.

WHO KILLED WINTERGREEN?!

DUDE, YOU'RE ACTING *CRAZY!*

KRACK

COMPLETELY OUTSIDE THE BOUNDS OF WHAT'S ACCEPTABLE.

EVEN BY MURDERER STANDARDS.

YOUR STANDARDS, BY THE WAY.

YOU BROKE CODE. *YOU* MADE IT PERSONAL.

WHAT ARE YOU TALKING ABOUT?!

RULE #1, SLADE!

BANG

WHAT?

HE'S RIGHT. YOU ARE CRACKING UP.

SHUT! UP! YOU AREN'T REAL! YOU AREN'T HERE!

ARE YOU FEELING OKAY, SLADE?

I DON'T FEEL ANYTHING.

DON'T DO IT, OLD-TIMER. I'M NOT LOOKING TO KILL YOU, BUT I'VE GOT YOU IN MY SIGHTS AND I DON'T MISS.

I'M GONNA COUNT TO THREE.

ONE!

TWO!

POP

YEARS AGO.

FIZZZZZ

MERCHANTS OF DEATH...

I WANT TO THANK ALL OF YOU FOR JOINING US OUT HERE.

I KNOW THE INVITATIONS WERE SLIGHTLY UNCONVENTIONAL AND RATHER AGGRESSIVE.

"AND I KNOW IT WAS A BIT OF A TREK FOR SOME OF YOU.

"WE TAKE YOUR ATTENDANCE HERE AS A SIGN OF MUTUAL RESPECT...

...NOT FOR ONE ANOTHER, PERHAPS, BUT CERTAINLY FOR ***THE WORK.***

AND THAT'S WHY WE'RE ALL HERE, CORRECT? THE WORK HAS BECOME... ***COMPLICATED.***

COMPLICATED MAYBE FOR YOU, BRITANSKI...

...FOR ME IS SIMPLE. POINT GUN. SHOOT GUN. MURDER TARGET.

YEAH, I DON'T ESPECIALLY NEED KILLING LESSONS EITHER.

DRAKON

DEADSHOT

ORPHAN

KGBEAST

CHESHIRE

BLACK SPIDER

MAJ. WILLIAM WINTERGREEN

CAPTAIN BOOMERANG

MERLYN

WHO IS THIS GUY?

HE SPEAKS FOR ME.

AND THIS ISN'T ASSASSINATION SCHOOL. ALL OF YOU KNOW YOUR TRADE.

BUT WITH THIS MANY OPERATORS IN THE FIELD, WIRES ARE STARTING TO GET CROSSED.

THE WRONG PEOPLE ARE GETTING KILLED.

I KNOW YOU'RE ALL REBELS HERE AND YOU'LL NEVER, EVER BE ANY GOOD...

...BUT IF YOU WANT TO CALL YOURSELVES PROFESSIONALS...

...AT SOME POINT YOU HAVE TO FOLLOW SOME KIND OF GUIDELINES.

OF COURSE YOU SPEAK OF RULES...

...INSECTS LIKE YOURSELVES KNOW ONLY HOW TO FOLLOW.

RA'S AL GHUL and the LEAGUE of ASSASSINS

WE DIDN'T COME HERE TO FIGHT.

EXCELLENT. WE'LL KEEP THAT IN MIND.

LEAGUE...

...KILL THEM ALL.

SLICE

BLAM BLAM BLAM BLAM BLAM

THWACK

YAAAAA!

SHING SHING SHING SHING

PANG PANG

KRAAK

WHAM

BLAM!

NOBODY'S IN CHARGE HERE.

TAKE HIM!

THIS ISN'T A GOVERNMENT.

BUT THERE ARE GONNA BE SOME RULES.

AND THERE ARE GONNA BE PUNISHMENTS FOR BREAKING THEM.

BLAM

BLAM

BLAM

I GOT NO PROBLEM ENFORCING PUNISHMENT ON ANY OF YOU HERE.

YOU HEAR ME, DRACULA?!

NOBODY'S IN CHARGE. NOT YOU. NOT ANY OF US.

STAND DOWN, LEAGUE.

AS MY FRIEND WAS SAYING, IT'S PAST TIME WE ESTABLISHED SOME GUIDELINES.

YES, RATHER--

HEY DEATHSTROKE, TELL YOUR BUTLER HIM AND HIS RULES CAN SUCK MY...

BLAM

BLAM

ANYBODY ELSE?

=AHEM=

THE OPERATORS GATHERED HERE ARE *PROFESSIONALS.* ELITE.

THESE ARE NOT FREAKISH GOTHAM CITY CARNIES.

OF COURSE, SOME OF YOU HAVE A...FLAIR FOR THE DRAMATIC.

WE AREN'T HERE TO QUASH YOUR CREATIVITY. NOBODY'S SAYING YOU CAN'T HAVE STYLE.

BUT IF YOU WANT TO BE PAID LIKE A PROFESSIONAL... YOU CAN BEHAVE LIKE ONE.

LIKE IT OR NOT, WHEN ONE OF YOU STARTS TO SLIP UP, BUSINESS WILL SUFFER FOR ALL OF YOU.

IF SODER COLA STARTS TO MAKE PEOPLE BLEED OUT OF THEIR EYEBALLS, PEOPLE WON'T JUST SWITCH TO ZESTI.

THEY'LL QUIT DRINKING ALTOGETHER.

"RULE #1: FOLLOW ORDERS.

"IF YOU ACCEPT A JOB, FOLLOW YOUR OBJECTIVES CAREFULLY. A SATISFIED CLIENT PAYS ON TIME.

"RULE #2: FAMILY IS OFF-LIMITS. THIS IS BUSINESS, NOT PERSONAL."

IT'S DONE.

THEY AGREED--

IT TOOK SOME DISCUSSION BUT THEY AGREED TO A SET OF GUIDELINES.

A SET OF...

WHAT HAPPENED TO US WON'T... *FAMILIES* WON'T BE USED AS LEVERAGE. PROFESSIONALS CAN AFFORD TO DO THINGS ANOTHER WAY.

FOR PEACE OF MIND.

WHAT GOOD DOES ANY OF THAT DO ME?

WHAT GOOD DOES IT DO ***OUR SONS?!***

ADELINE...

JOSEPH WILL NEVER RECOVER FROM WHAT THEY DID TO HIM.

GRANT IS DEAD! HE'S NEVER COMING BACK. HE--

GRANT WASN'T--

AND THIS IS THE BEST YOU CAN COME UP WITH? RULES AND REGULATIONS?!

ADELINE, THIS WILL KEEP YOU SAFE.

MY WORD IS MY BOND! THIS WILL KEEP OUR FAMILY--

DON'T...

...TOUCH ME!

I CAN KEEP MYSELF SAFE.

WHY AREN'T YOU BROKEN, TOO? ARE YOU EVEN IN THERE? DO YOU FEEL ***ANYTHING*** AT ALL?

I'M FROZEN HERE AND YOU JUST KEEP MOVING FORWARD.

I FELT IT WHEN YOU SHOT ME IN THE EYE. I FELT THAT.

YOU WEREN'T SUPPOSED TO FEEL THAT, SLADE...

"...YOU WERE SUPPOSED TO DIE."

NOW.

...THREE!

BOOM
BOOM

WAIT...

YOU DON'T... HAVE TO DO THIS...

"RULE #3: NO CREDIT AND NO FREEBIES. YOU AREN'T SPREE KILLERS. YOU'RE SERVICE PROVIDERS. IF YOU'RE GOOD AT SOMETHING, YOU SHOULD BE PAID FOR IT."

I'M SORRY, ARE...

ARE YOU BEGGING FOR MERCY?

YOU'D HAVE BETTER LUCK PLEADING WITH CRAY.

DEATHBLOW'S JUST A HIRED GUN ON THIS ONE.

ME? I CAME HERE FOR **BLOOD.**

BUT IF YOU DON'T WANT TO FIGHT...

I NEVER SAID I DON'T WANT TO FIGHT.

AW, COME ON!

YOU DON'T HAVE TO DO THIS. YOU CAN JUST TELL ME WHO SENT YOU.

SLASH

"*RULE #4: EXCLUSIVITY.* ONCE YOU HAVE A CONTRACT, IT'S YOUR CONTRACT. THESE AREN'T BOUNTIES.

"YOU WILL HAVE A WINDOW OF TIME TO FINISH BEFORE OTHER CONTRACTORS CAN BID FOR YOUR JOB. SO DON'T SLACK. BE FAST. BE DILIGENT.

BLAM BLAM BLAM

"*RULE #5: DISCRETION.* NO SNITCHING. SECRET MEANS SECRET. YOUR CLIENT'S INFORMATION. YOUR TEAM...NONE OF THAT IS FOR SALE."

TELL ME WHO KILLED MY--

BZZZBZZZZT

BEEP

I'M A LITTLE BUSY RIGHT NOW.

I'LL MAKE IT QUICK.

I'M STILL TRYING TO FIND ANYTHING ON THIS BLIND-DROP CLIENT, BUT I'VE HIT SOME SORT OF FIREWALL.

SOMEONE REALLY DOESN'T WANT YOU TO HAVE THIS INFORMATION.

YEAH, I THINK I'M LOOKING AT THEM.

YOU HIT HIM HIGH.

I'LL TAKE OUT HIS LEGS.

ALSO, WE GOT A COUPLE PINGS HERE...

POLICE AND MEDIA ARE ALL OVER THE SCENE YOU LEFT AT THE LAST ASSIGNMENT.

THERE'S CHATTER ABOUT **YOU**, BUT NOBODY HAS ANYTHING ON WINTERGREEN BEING THERE.

IT WAS HIM. I SAW HIM...

I KNOW WHAT MY BEST FRIEND LOOKS LIKE.

I'M NOT DOUBTING YOU. BUT THAT'S WHAT WE'RE PICKING UP.

SOMEBODY'S SEARCHING FOR HIM LIKE CRAZY IN ALL THE USUAL ONLINE SPACES AND EVERYWHERE ELSE.

GAHH!

SKLITCH

AND THEY'RE TRYING TO TRACK YOUR LOCATION, TOO.

FEELS LIKE IT'S ANOTHER MERC. BUT THEY'RE BEING VERY MESSY.

KRACK

YOU HAVE ANY IDEA WHO'D BE LOOKING FOR BOTH OF YOU RIGHT NOW?

YEAH... I GOT A GUESS.

CRACK

WHAT CAN WE DO TO KEEP THEM FROM FINDING ME?

KEEP MOVING? TRY NOT TO DRAW TOO MUCH ATTENTION?

I CAN KEEP MOVING. NO PROMISES ON THE OTHER PART...

WAIT, WHERE'S MY GUN?

BLAM BLAM

KA BOOOM

CLIK CLIK CLIK CLIK

GOD. HE'S UNSTOPPABLE.

NOW YOU'RE CATCHING ON, SOLDIER.

YOU CAN HIT ME AS MUCH AS YOU WANT. I'M GOING TO KEEP MOVING.

I DON'T FEEL BAD. I DON'T FEEL PAIN. I DON'T FEEL ANYTHING.

YOU CAN ONLY--

NOBODY'S UNSTOPPABLE.

BLAM

I TOLD YOU...

SOMEONE'S COMING AFTER MY PEOPLE.

AND...

...NOTHING'S GOING TO STOP ME FROM FINDING OUT WHO...

YOU CAN KILL ME A HUNDRED TIMES.

I'M JUST GONNA CLAW MY WAY OUT OF HELL AND KEEP RIGHT ON MOVING.

LET'S SEE IF YOU'RE RIGHT ABOUT THAT.

WHO KILLED HIM?!

WHO KILLED WINTERGREEN?!

K-CLIK

COME ON, MAN. BE SERIOUS. EVERYONE KNOWS...

"...YOU KILLED WINTERGREEN."

REC

85%

420 K

AUTO

L R

f4.0

100

3 2 1 1 2 3

TO BE CONTINUED...

SUPERMAN
FATHER OF TOMORROW
#1 PREVIEW

KENNY PORTER
WRITER

DANNY EARLS
ART

NICK FILARDI
COLORS

LUCAS GATTONI
LETTERS

WOW. I DIDN'T HEAR ANYTHING ABOUT A METEOR SHOWER TONIGHT.
IT'S CERTAINLY BRIGHT.
YOU THINK ALL THAT EXTRA LIGHT WILL HELP YOU FIX THIS ENGINE ANY FASTER?

HAR-HAR. YOUR *STAND-UP ROUTINE* IS GETTING BETTER. MAYBE WE SHOULD GET YOU A GUEST SPOT ON *THE TONIGHT SHOW.*

SEEING SOMETHING LIKE THAT, SOMETHING SO BEAUTIFUL...

...IT MAKES ME THINK ABOUT EVERYTHING GOD'S BLESSED US WITH.

EVERYTHING BUT A...A...

I'M SORRY, BUT AFTER WHAT THE DOCTOR SAID YESTERDAY...I JUST DON'T KNOW--

WHAT THE DOCTOR SAID *DOESN'T MATTER.*

MAYBE WE CAN'T HAVE THE FAMILY WE *PLANNED FOR,* BUT WE CAN STILL HAVE A *FAMILY.*

AND I'M SURE GOD HAS A PLAN FOR US.

HOOOM

--[illegible]

--[illegible]

<TRANSLATING AND ADAPTING. SPEAK WHEN READY.>

--AND MY FAMILY AND PLANET ARE *DEAD.*

DC COMICS PRESENTS

SUPERMAN
FATHER OF TOMORROW

TO BE CONTINUED IN SUPERMAN FATHER OF TOMORROW #1 ON SALE IN MAY!

DC VERTIGO™

THE CLASSIC IMPRINT IS BACK. AND IT'S NOTHING YOU'VE SEEN BEFORE.

DENIZ CAMP • STJEPAN MORIAN • MATT HOLLINGSWORTH
Bleeding Hearts
NO. THIS CAN'T-- IT ISN'T--
SUB SUB SUB
IT'S NOT SUPPOSED TO DO THAT!

KYLE STARKS • STEVE PUGH • CHRIS O'HALLORAN
END OF LIFE
IF YOU WHAT HE PUT M THROUGH YOU WOULDN'T--
THAT'S MY BAD, EDDIE. MY BAD.
YOU'RE A GENIUS BRINGING EDDIE, BRO. THIS IS THE EASIEST MONEY WE'LL EVER MAKE.
THE MOST WE'LL EVER MAKE, TOO.

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DC NATION SPOTLIGHT ON

BARBARA GORDON BREAKOUT

DC NEXT LEVEL

INTERVIEW WITH MARIKO TAMAKI

Survival is the name of the game in *Barbara Gordon: Breakout*. Eisner Award-winning writer Mariko Tamaki, alongside fan-favorite artist Amancay Nahuelpan, takes one of DC's most strategic and resilient heroes and strands her in a remote prison designed for the world's most dangerous inmates, many of whom she helped put away. Outnumbered and cut off from her team, Barbara must rely on instinct, intelligence, and sheer will to endure.

A MASTERMIND CUT OFF.

The idea behind this book is that Barbara Gordon has spent much of her time as part of the best team. What makes her incredible is that she's someone who can lead a team to victory. So the question became: What happens when you take someone who's so good at that and pull her out of that environment?

Now she's trapped in an island prison in the middle of nowhere, surrounded by people she helped put behind bars.

A PRISON NO ONE ESCAPES.

This is a place where GCPD Commissioner Vandal Savage has sent everyone he doesn't want in the general population, and it's not a day care center. You can't raise your hand and expect someone to help you. The guards stationed there aren't there to assist anyone; their job is specifically not to help.

My artist, Amancay Nahuelpan, has drawn this prison as something truly terrifying. It feels like the loneliest, least inviting place on the planet. It's inspired by the worst aspects of prison, very Alcatraz-adjacent. Even if you managed to escape, where would you go? The waters surrounding it are filled with dangers. There is no easy way out.

SURVIVAL STARTS HERE.

At its heart, this is a story about survival, surviving an impossible situation. You don't need to know Barbara Gordon's full history as Batgirl to understand what it means to be placed in a terrifying environment where you're intensely outnumbered.

You don't have to know the entire comic book canon to love a hero. That's something DC does incredibly well. You don't need every detail of every version to connect with an individual story.

BREAK THE SYSTEM. BREAK THE HERO.

With any prison story, there are tropes. We're used to seeing writers play with those conventions, and part of the job is identifying the foundational beats of a prison story and then finding ways to subvert them.

It's also about uncovering unexpected character moments. Superheroes are usually at the top of their game. It sounds harsh to say you want to unsettle a character, but sometimes you do—you want to put them in a situation they can't immediately respond to, something that throws them off balance.

A WORLD YOU CAN FEEL.

Amancay and I previously worked together on *Crush & Lobo*. With that first issue you do with an artist, you're getting a feel for how they work, how they draw faces, bodies, spaces, and the relationships between all those elements.

I have tremendous faith in his ability to create this world, the mood, the tone, the atmosphere. Everything I've seen so far has been incredible. I love what he does. I feel like I'm writing to what he draws, and he's drawing to what I'm writing. It's a really amazing collaboration.

DON'T MISS

BARBARA GORDON: BREAKOUT

ON SALE MAY

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